

# Kwame Hawkins

North Carolina Central University  
Associate Professor  
Art & Design  
(919) 530-7045  
khawki23@nccu.edu

## Professional Positions

Associate Professor, North Carolina Central University, Art Department. (August 2017 - Present).

## Education

MFA, Computer Art - Animation, Character Design, Shader Development, Rigging. Savannah College of Art and Design, 2004.

BS, Technology Education, Minor Graphic Communications. North Carolina State University, 1999.

## Licensures and Certifications

Certificate in Web Development, Harcourt Learning. (2001 - Present).

## Consulting

Academic, The Cornell Lab of Ornithology, Ithaca, NY, United States. (August 4, 2020 - Present).

## Media Appearances and Interviews

ABC 11 - WTVD. (February 5, 2021).

## Presentations

Hawkins, K. (Co-Organizer), Russo, M. (Co-Organizer), Hale, D. (Co-Organizer), Animation Showcase, "Animation Showcase," NCSU, NCCU. UNCG, NC School of the Arts, Virtual, NC. (May 2021).

Hawkins, K., NA, "Managing and Small Studio," Collaboration between the Art Departments at NCCU, NCSU and UNCG, Virtual. (March 25, 2021).

## Contracts, Fellowships, Grants and Sponsored Research

Hawkins, K. (Supporting), Zhang, T. (Principal), T. B. (Supporting), Paulin, L. (Supporting), "CASH Pilot Grant," Sponsored by CASH, North Carolina Central University, \$10,000.00. (January 2022 - Present).

## Exhibits and Performances

Hawkins, K., "Series is Untitled," NA, Luxembourg Art Prize, the Pinacothèque, 28 Place de la Madeleine, 8e Paris, France. (August 31, 2021 - Present).

Hawkins, K., "The White Room," NA, ScreenCraft Animation Competition (2020), ScreenCraft Animation Competition (2020). (May 30, 2021 - Present).

Hawkins, K., "The White Room," NA, TSL Free Screenplay Contest (2020), NA. (May 2021 - Present).

## Research Activity

"CASH Pilot Program" (On-Going). (December 2021 - Present).

Working on a joint project with with Mass Communications to help with miss-information inoculation. I am designing and programing the video game portion of the project.

"Noise Project Animations" (On-Going). (July 2020 - Present).

Working on a series of animations for a NSF projects on Noise pollution, equity and inclusion in conjunction with Cornell's Ornithology Lab. I help write the scripts for the animations. Hire graduates as pre-production artists for the project. Recorded narration for the animations. Also created a series of illustrations and animation for the app.

"Faculty Show Projects" (On-Going). (May 2020 - Present).

Currently in progress

Creating a animated sequence for the show involving modeling, photogrammetry, texturing, rigging, lighting and rendering. In conjunction with the 3D piece I will also build a maquette for the show based on African mythology.

"Virtual Sculpture Museum" (On-Going). (March 2020 - Present).

Unity, Maya and 3D party models

Created using Unity and sourced photogrammetry scans of famous sculptures form various art movements.

"Turret Blaster VR Game" (On-Going). (February 2019 - Present).

Handheld VR experience where the player is placed into a space ship and their only goal is to dodge and destroy asteroids.

"Solider" (On-Going). (July 2018 - Present).

Maya, Mudbox, Zbrush, Substance Painter

Character modeled and sculpted using Maya and Mudbox. Deco was done in Zbrush and textured using Substance Painter.

"VR Teaching Game (W.I.P) name" (On-Going). (March 2018 - Present).

This is a game where the content is reflective what is being taught in the class room. Information that is historical in nature can be placed into the game and or level to help gamify class room content. This is my ongoing research and is one of the projects I am doing as DHI Fellow. Currently I am building the tool to conduct my research.

My research centers on the use of emergent media, technology, game design methodology, pedagogy and narrative structure to help people with learning disabilities to understand and create coping strategies for their disabilities.

About 1 in 5 people in the United States has dyslexia and 70% to 80 percent of people with poor reading skills are affected (Frequently Asked Questions | Dyslexia Help at the University of Michigan. (n.d.)). It does not affect just one ethnic group and it is not subject to ones class of social economic status(Multicultural Outreach. (n.d.)). However those affected by dyslexia may go un-diagnosed and treated because of their social economic status. Treatment is key

for the student to have better academic success but it is not the only factor. Children have gone undiagnosed and were able to become, engineers, scientist and etc.

#### Research Aim

I want to create something that will help children that may not have access to treatment and those who do have access to treatment. I do not want cost as a “barrier to entry” for anyone who wants to try the game in an effort to see if it will work for them.

#### Gamification

“Gamification is the process of taking something that already exists – a website, an enterprise application, an online community – and integrating game mechanics into it to motivate participation, engagement, and loyalty. Gamification takes the data-driven techniques that game designers use to engage players, and applies them to non-game experiences to motivate actions that add value to your business.”

What Is Gamification? (2017, November 06).

My hypothesis is that the gamification of the treatment dyslexia or in addition thereof of can help children create and identify coping mechanism to help them deal with their daily problems. Also I hope to create a product that is engaging for the player in a meaningful way to get the player to learn by playing.

"Sunrise" (Complete). (April 2021 - May 2021).

Created effects and composited shots for the short Sunrise. Effects created with Maya, Photoshop and After Effects

### Teaching Experience

ARTF 2310, Color and Design, 1 course.

ARTV 3830, Typography II -, 2 courses.

ARTV 2150, Computer Graphic Studio I, 2 courses.

ARTV 2250, Introduction to 3D, 2 courses.

ARTV 2270, Intro to Game Development, 1 course.

ARTV 2830, Typography, 1 course.

ARTV 4150, Web Design, 1 course.

ARTV 4880, Fall Internship in Art, 1 course.

### Non-Credit Instruction Taught

Guest Lecture, NCCU, NCSU UNCG, 30 participants. (February 2022 - Present).

### Teaching Innovation and Curriculum Development

Curricular Development. A.I.M Animation and Interactive Media Concentration. September 2019 - Present.

Current working with the other members of the Art Department curriculum committee to create a concentration while we waiting to resubmit the A.I.M program to the UNC system office.

Curricular Development. ARTV 2260 Rigging I. September 2019 - Present.

Developed this class a part of the new A.I.M curriculum that we are developing. This class has been written and we will present it to the UCC and APC in the fall

Curricular Development. ARTV 3270 System and Mechanics I. September 2019 - Present.

Developed this class a part of the new A.I.M curriculum that we are developing. This class has been written and we will present it to the UCC and APC in the fall

Curricular Development. ARTV 3450 - Level Design I. September 2019 - Present.  
Co-Developed this class a part of the new A.I.M curriculum that we are developing. This class has been written and we will present it to the UCC and APC in the fall

Curricular Development. ARTV 4370 System and Mechanics II. September 2019 - Present.  
Developed this class a part of the new A.I.M curriculum that we are developing. This class has been written and we will present it to the UCC and APC in the fall

Helped Redesigned Room 217 to Accommodate AIM Classes. AIM. May 2018 - Present.  
Help design the lab for the AIM program. Selected the computers for the program. I worked with the administrator to select the furniture for the lab. The selected the placement of the data ports in that room.

New Degree Program. A.I.M Animation and Interactive Media. September 24, 2017 - Present.  
Completed the letter of Intent and the Request to Establish for our new program. Current working on the prospectus and documentation for SACS

Curricular Development. A.I.M Animation and Interactive Media Concentration. September 2021 - April 2022.  
Worked with Professor Huskey and the department to complete the concentration for the AIM concentration

New Course. ARTV 4460 – The Business of Art and Design. November 2021.  
Wrote the syllabus for **ARTV 4460 – The Business of Art and Design**

New Course. ARTV 4520 - Team Production. November 2021.  
Helped designed the course **ARTV 4520 - Team Production**

New Course. ARTV 4970 - Advanced Studies in Animation and Interactive Media I. November 2021.  
Helped designed the course **ARTV 4970 - Advanced Studies in Animation and Interactive Media I**

New Course. ARTV 4990 - Advanced Studies in Animation and Interactive Media II. November 2021.  
Helped designed the course **ARTV 4990 - Advanced Studies in Animation and Interactive Media II**

## **Faculty Development Activities Attended**

Self-Study Program, "Creating an Inclusive and Supportive Learning Environment: Cohort D,," ACUE. (May 2022 - Present).

Workshop, "Designing Effective Online Courses - July 20," UNC BOG. (July 20, 2020 - Present).

## **University Service**

Chair, Faculty Search Committee - Sun Truist Endowed Chair Position. (April 2022 - Present).

Participant - NCCU Spring Open House, Office of Undergraduate Admissions. (March 28, 2022 - Present).

Faculty Senate Nominating Committee Chair, Faculty Senate. (March 2022 - Present).

Assessment Coordinator, Art Department. (February 2022 - Present).

CASH Advising Council, CASH. (January 2022 - Present).

Faculty Senator, Faculty Senate. (January 2022 - Present).

Co-Organizer, DURHAM COMMITTEE ON THE AFFAIRS OF BLACK PEOPLE INC/NCCU ART DEPARTMENT/NCCU DEPARTMENT OF LANGUAGE AND LITERATURE. (November 17, 2021 - Present).

Co Organizer, DCABP INC and Canceled event: Internship in Art - ARTV 4880 SL1. (November 2021 - Present).

Faculty Reappointment, Promotion, and Tenure Appeal Committee, Faculty Reappointment, Promotion, and Tenure Appeal Committee I was appointed to the committee however I have not served yet. (October 2021 - Present).

Chair, Faculty Search Committee - Graphic Design Professor. (June 2021 - Present).

Committee Member Music Department, Faculty Search Committee - (June 2021 - Present).

Assessment Coordinator, Art Department. (February 2021 - Present).

Faculty Senator, Faculty Senate. (January 2021 - Present).

Assessment Coordinator, Art Department. (February 2020 - Present).

Faculty Senator, Faculty Senate. (January 2020 - Present).

Faculty Senator, Faculty Senate. (January 2019 - Present).

Departmental Curriculum Committee, Art Department. (September 2018 - Present).

Faculty Senator, Faculty Senate. (January 2018 - Present).

Internship Coordinator, Art Department. (August 2017 - Present).

Chair, Faculty Search Committee - (June 2021 - 2022).

Chair, Faculty Search Committee - (June 2020 - January 2021).

## **Public Service**

Participant, 2020 NEXT Showcase (for the Chapel Hill Carrboro City Schools CTE program), Carrboro, NC. (February 2021 - Present).